1.　　(currently amended) A method for processing incoming calls comprising:

　　　　receiving at least first and second incoming calls;

　　　　~~retaining~~ determining whether the first incoming call ~~is~~ in a ~~first~~ connected state;

　　　　if the first call is in a connected state, answering the second call;

　　　　if the first call is not in a connected state:

　　　　　　placing the second call in a pending answer state; and

　　　　　　waiting ~~until~~ for the first incoming call ~~progresses~~ to progress to a second state;
　　　　　　and

　　　　answering the second incoming call ~~and placing it in the first state~~ after the first
　　　　　　incoming call progresses to the second state.

　　　　~~; and~~

　　　　~~transitioning the second incoming call in the first state to a second state.~~

2.　　(currently amended) A method as recited in claim 1 wherein the ~~first state is a pending
answer state and the~~ second state is a call connected state.

3–4.　　(cancelled)

5.　　(currently amended) A processor-based videoconferencing station comprising a non-
transitory medium storing instructions for causing the processor to:

　　　　receive at least first and second incoming calls;

　　　　~~retain~~ determine whether the first incoming call ~~is~~ in a ~~first~~ connected state;

　　　　if the first call is in a connected state, answer the second call;

　　　　if the first call is not in a connected state:

　　　　　　place the second call in a pending answer state; and

　　　　　　wait ~~until~~ for the first incoming call ~~progresses~~ to progress to a second state;
　　　　　　and

　　　　answer the second incoming call ~~and place it in the first state~~ after the first incoming
　　　　　　call progresses to the second state.

　　　　~~; and~~

~~transition the second incoming call in the first state to a second state.~~

6. (currently amended) The station as recited in claim 5 wherein the ~~first state is a pending answer state and the~~ second state is a call connected state.

7–8. (cancelled)

9. (currently amended) A processor-based video conferencing station comprising:

a receiver for at least first and second incoming calls;

a memory for maintaining the state of each incoming call ~~in at least first and second states~~; and

an analyzer for: ~~retaining~~

determining if the first incoming call in a ~~first~~ connected state;

if the first call is in a connected state, answering the second call;

if the first call is not in a connected state:

placing the second call in a pending answer state; and

waiting until the first incoming call progresses to ~~the~~ a second state; and

answering the second incoming call ~~and placing it in the first state~~ after the first incoming call progresses to the second state. ~~;~~

~~transitioning the second incoming call in the first state to the second state.~~

10. (currently amended) The station of claim 9, wherein ~~the first state is a pending answer state and~~ the second state if a call connected state.

11–12. (cancelled)

13. (currently amended) The method as recited in claim 1, further comprising:

starting a timer when placing the second incoming call in the ~~first~~ pending answer state; and

hanging up the second incoming call ~~and placing it in a third state~~ if the timer expires before the second incoming call is answered.

14. (currently amended) The station as recited in claim 5, wherein the non-transitory medium further stores instructions for causing the processor to:

start a timer when placing the second incoming call in the ~~first~~ <u>pending answer</u> state; and

hang up the second incoming call ~~and place it in a third state~~ if the timer expires <u>before the second incoming call is answered</u>.

15.　　(currently amended) The station of claim 9, wherein the analyzer is further for:

starting a timer when placing the second incoming call in the ~~first~~ <u>pending answer</u> state; and

hanging up the second incoming call ~~and placing it in a third state~~ if the timer expires <u>before the second incoming call is answered</u>.